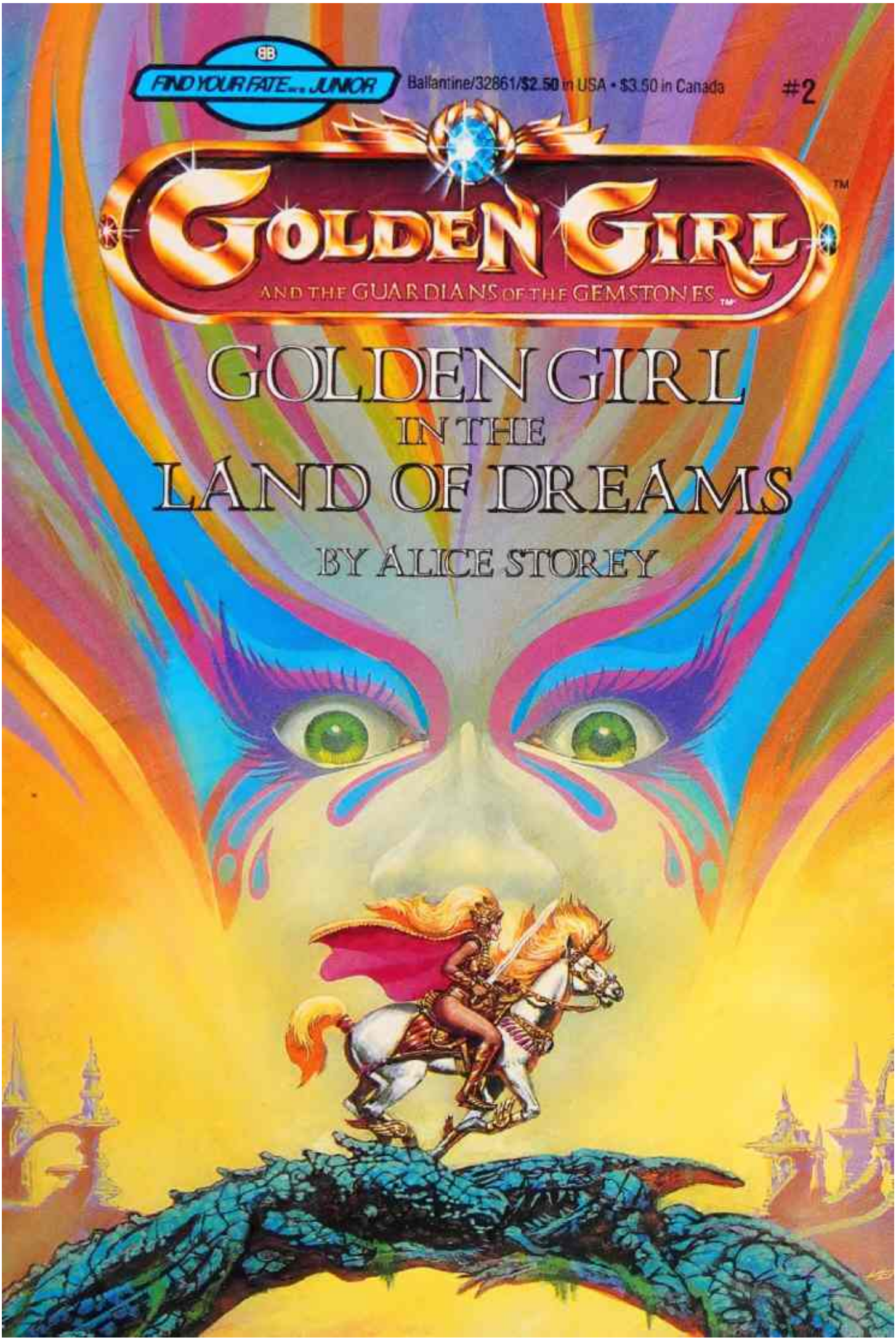
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#2
GOLDEN GIRL™
AND THE GUARDIANS OF THE GEMSTONES™
GOLDEN GIRL
IN THE
LAND OF DREAMS
BY ALICE STOREY

You Are GOLDEN GIRL, Ruler of Argonia!

The people of Argonia look to *you*, Golden Girl, to keep them safe from the evil forces of Dragon Queen. The wicked queen seeks to steal your half of the Magic Gemstone, even as you search for the half that disappeared ages ago. Whoever succeeds in joining the two halves of the Gemstone will possess astounding power. And it had better not be Dragon Queen, or Argonia will see a dark age under her tyranny.

Can you beat Dragon Queen to the Gemstone? She'll fight you with all her power. But you are not alone. Your skilled and loyal warriors, the Guardians, will be with you, and so will brave Prince Kroma. Your glistening unicorn, Olympia, will be there to ride into battle with you as well. But you alone will decide the outcome of your adventure by following the directions at the bottom of each page.

If you choose well, your quest will be a successful one.

If you make the wrong choices, evil will triumph and Dragon Queen will win.

So take up your jeweled sword, Golden Girl! Your adventure begins on page 1.

Find Your Fate™ Junior Golden Girl™ #2

GOLDEN GIRL IN THE LAND OF DREAMS

BY

ALICE STOREY

Illustrated by Ken Barr

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GOLDEN GIRL IN THE LAND OF DREAMS

The sun is rising over the shimmering Palace of Gems in the beautiful kingdom of Argonia. You walk to the window and let the warm breezes from the sea below waft through your long golden hair. This is your palace, for you are Golden Girl, ruler of all Argonia.

You are standing in the high-ceilinged banquet hall of the palace. Golden platters of pineapple, mango, kiwi, and other exotic fruits are spread on the long table before you. Handsome Prince Kroma, your trusted ally, enters and takes his seat. The next to arrive are Onyx and Saphire, two of the four Guardians. These four women are fierce warriors. They are also your most trusted advisers and friends.

"Where are Rubee and Jade?" you ask Onyx. "They know we don't start until everyone's here. I'm hungry."

Then you hear their familiar voices coming down the hall.

"I tell you we must act on this now!" cries Rubee as she bounds through the door, her tawny hair flying behind her. "My dreams never lie!"

"Nor do mine," protests Jade, who is close on Rubee's heels. Her face is almost as red as her hair. "It is more important to listen to my dream than to yours!"

Turn to page 2.

"Please sit down and tell us what this is about," you say.

"I had a dream last night," says Rubee. "It was so real that I am sure it is an omen. In my dream I could see the other half of the Gemstone glowing as if it were on fire. It was right there on the island of my birth, Fire Isle. We must go there immediately!"

The Magic Gemstone—how you would love to find the missing piece! Half of it is safely housed in the Shield of Stones in a chamber of your palace. The other half disappeared many years ago. When both halves are united, the Gemstone has awesome magical powers. Separately, each half is useless. If you had both halves of the Magic Gemstone, you could keep Argonia safe from all its enemies.

"And what dream have *you* had?" you ask Jade.

"I dreamed I heard the voices of innocent children crying," Jade answers. "They were being held captive by Dragon Queen on Emraline Island, my home. We must help them!"

Dragon Queen is your archenemy. She too seeks the Gemstone—so that she can enslave all of Argonia.

.....

Do you listen to Rubee's dream? Turn to page 10.
Do you listen to Jade's dream? Turn to page 19.

No sense wasting time when there's a ladder right there.

"Up we go," you say to Prince Kroma.

"After you, my leader," Kroma replies with a deep bow. But you see the grin on his face.

You go up first. Over your shoulder you see Kroma and Garnet elbowing each other as they try to get on the ladder behind you at the same time. Garnet wins the tussle and Kroma follows him. Rubee and Saphire bring up the rear.

You scramble up quickly, afraid that the frail ladder will not hold everyone's weight.

Halfway up you hear a cry of "Help!" from below.

"What is it?" you call.

"The ladder is disappearing from the bottom," Saphire calls. "We're dropping off!"

Rubee and Saphire hit the ground and roll.

"Keep climbing!" Rubee yells. "If you can make it to the top faster than the ladder is disappearing on the bottom, you might have a chance."

You're in the lead, Golden Girl. How fast can you climb?

.....

Turn to page 4.

You scramble up the rope and climb over the top of the tower. You pull Garnet and Kroma behind you just in time. Beneath them, the ladder disappears in a flash.

You all fall in a heap.

"We could have made it quicker without *him,*" Garnet whispers in your ear.

"I heard that!" cries Kroma. "You sniveling coward! Stand and fight like a man!" He draws his battle sword as Garnet leaps to his feet.

"Stop it!" you command, but it's too late. Garnet strikes Kroma's arm with his ruby-red sword.

But Kroma shrugs it off. He has just begun to fight.

Clang! The swords clash.

"Ummph!" Garnet cries. Kroma has slashed his leg.

"Take that!" Kroma cries as he strikes again. "And that!"

"Stop!" you scream. "You're killing him!"

.....

Turn to page 8.

Rubee walks off the bridge. The boards creak loudly under her feet. "This drawbridge is old, but it will hold," she says confidently.

You are not so sure. You study the castle, the drawbridge, and the ominous black moat.

"*Phweeet!*" You whistle for Olympia, who trots over and nuzzles your neck as you pat her head. "I think we should ride Olympia two at a time and jump over the moat to that strip of land that runs around the castle," you say. "Then we can enter the castle from the other side of the moat."

"I'm telling you this drawbridge is safe," Rubee argues. "I've crossed it thousands of times."

What do you think, Golden Girl?

.....

If you trust your bad feeling about the drawbridge, have Olympia jump you across the moat on page 12.

If you decide Rubee is probably right, charge across the bridge and get on with your adventure on page 40.

You pucker your lips and whistle. *"Tweeeeeet!"*

Soon you hear the *clop-clop* of Olympia's hoofs in the distance. Will she be able to follow your whistle down the steep, winding stairs? You hear her stumble a few times, but she finally arrives.

You reach through the door and wrap Olympia's reins tightly around the iron bars.

"Pull, Olympia," you command, and she does.

Crash! There is a gaping hole where the door once was. You jump onto Olympia's back and cry, "Onward!"

You and your unicorn fly down the passageway to the left. You look behind you—and no one's there! Your companions have gone in the other direction, but that's okay—that way you'll have *two* chances at success. You'll keep going.

Just when you think the tunnel will never end, you see light ahead. Outside, you reach the bank of a fast-flowing river.

"Whoaaa," you call to Olympia.

Thunk! Thunk! Suddenly spears are flying all around you! It's Ogra and his Horse Barbarians—racing along the riverbank toward you!

Turn to page 61.

Kroma doesn't always realize how strong he is. When he hears your cry, he jumps back. But it's too late. Garnet falls, and a ghost forms in the air above his head.

It's Dragon Queen! She's floating in a cloud. Her face is streaked a bloody red.

"That wasn't Garnet! It was Dragon Queen!" you exclaim to Kroma.

He nods, as if he'd known all along.

"Look!" he cries, and points to the dying Dragon Queen's hand. She is holding the missing half of the Gemstone!

You lunge for it.

But just as Dragon Queen disappears into thin air, she tosses the Gemstone over the top of the Tall Tower.

You race to the edge of the tower, only to see the Gemstone swallowed up by the quicksand of the Flaming Swamp.

"Well," says Kroma beside you, "at least I saved your life."

"You're right," you agree, "and I'm very grateful." You kiss Kroma on the cheek.

"Hey!" he exclaims, surprised. "This life-saving business isn't half bad! Maybe I'll stick around."

You smile. You know that Kroma isn't going anywhere without you.

THE END

Suddenly your horse whinnies and rears up.

"Olympia!" you shout, holding on for dear life.

But then you see that the cries you heard are not those of children. The walls of the cave are covered with thousands of baby flying snake-birds!

Their beady eyes glitter and their pointy teeth sparkle in the flickering light of the torch that Tallon carries into the cave. Ogra's pasty-white little spy grins.

"I thought my strategy would work," he says, proud of himself. "Ogra always listens to me."

Tallon points to the creepy critters covering the walls. "Attack her!" he shrieks.

Hundreds of the small, snaky creatures flap their awful wings in your face. Olympia rears back in terror, throwing you to the ground.

"Enjoy your lunch, snake-birds," you hear Tallon say with a vicious laugh.

The high-pitched squeaks of the snake-birds fill your ears. And that's the very last thing you ever hear.

THE END

You decide to listen to Rubee's dream and go after the Magic Gemstone first. If the dream is true, you can find the Gemstone and then look for the captured children. With the Gemstone in your possession, nothing will stand in the way of your saving them.

"We will go to Fire Isle," you say. "Onyx and Jade will stay here and guard Argonia. Rubee, Saphire, and Kroma, you will join me on this quest."

You order a ship to be brought to the royal dock at the harbor of the Misty Sea, which surrounds Argonia. You walk your unicorn, Olympia, up the gangplank of the ship.

"Have we got maps of Fire Isle?" Saphire asks.

"I know every inch of that place!" Rubee says crossly. "It is my home, you know!"

You set sail for Fire Isle. The salt air and the sun on your face feel good. Hours later, the sun is low in the sky when the ship's captain yells, "Land ahead!"

"There's home!" Rubee shouts.

In the distance is a huge, crumbling palace. It gives you the shivers.

.....

Go on to page 11.

Rubee points toward the palace. "That's the Castle of Stone, where I grew up," she tells you. "But there's really no reason to stop there. We should push on to the Tall Tower in the center of the Flaming Swamp. That's where my dream told me the Gemstone is hidden."

"You mean you're not going to invite us in for a cup of tea?" teases Prince Kroma.

"We're here to get the Gemstone, not have a tea party!" snaps Rubee. Kroma laughs.

"Maybe we should spend the night at your castle," suggests Saphire. "That will give us time to rest and devise a plan. The Flaming Swamp is dangerous. We should map out the best route to follow."

"What do you know of the Flaming Swamp? I was born and raised here! I can lead us right to the Gemstone," argues Rubee. "There's no time to waste!"

What do you think, Golden Girl?

.....

If you listen to Rubee and head straight for the Tall Tower, turn to page 25.

If you think Saphire's advice is better and decide to spend the night in the Castle of Stone, turn to page 31.

You decide to jump the moat on Olympia. Rubee and Saphire go across first, followed by you and Kroma. Olympia lands you all safely in front of the castle.

Rubee pushes open the huge, creaking door.

"So," you say to her, "let's have the grand tour of the castle."

Rubee leads you down one long, drafty hall after another.

"And this was my room," she says finally, pointing into a sparsely furnished chamber with a stone cot for a bed. You and Kroma exchange a look. No wonder Rubee is so tough!

You go on through the castle and end up in the dining room. A table even longer than the one at the Palace of Gems is still set with glowing red plates and silver goblets.

"Rubee? What happened . . . ?" you ask.

Go on to page 13.

"Ogra and his barbarians stormed the castle and plundered Fire Isle—as they have taken so many other lands around Argonia," Rubee answers in a sad voice. Tears cloud the eyes of the usually hearty Guardian. "None of my family survived. Only I was able to hide in the dungeon until Dragon Queen's evil allies passed."

Your eyes too begin to mist with tears as you think of the sorrowful memories this castle must hold for Rubee.

"I leave this table set in memory of my family," Rubee adds.

She seems to want to put this sadness behind her. "Let me show you the dungeon," she says. "That was always my favorite room in the castle."

That's more like the Rubee you are used to!

She leads you down a set of circular stairs. You wind around in seemingly endless circles and finally arrive at an iron door. Peering through the bars in the upper half of it, you see a black, icy room.

"I used to play down here all the time," Rubee says. She opens the door and you enter the room.

Moisture drips onto your face from the low ceiling. Suddenly—*kerblam!*—the door slams shut behind you!

Rubee throws her weight against the door, trying to open it, but it's locked!

Turn to page 57.

You decide to follow the silver pebbles. They sparkle in the bright sunshine as the four of you follow their path through a deep forest.

"Do you hear something?" Kroma says as he draws his sword.

"Only the forest creatures, I'm sure," Onyx answers. "Don't be so hasty with your weapon, Kroma."

"Would you look at *that*!" Jade says.

There, on the path in front of you, is a huge man with a red beard. He's dressed all in green.

"Just my type," Jade says.

You and Onyx exchange a look. *Every* handsome man is Jade's type.

"Hi," Jade says. "It's certainly good to be back here again. Say, haven't we met somewhere before?"

The man in green bows low. "I don't think so," he says in a soft, gentle voice. "My name is Redwood, and this is my forest. Please think of yourselves as my guests while you are here."

You look closely at this tall, gentle giant. There is a sadness in his eyes and his voice. You wonder if he carries a deep, sad secret within his great heart.

Turn to page 65.

"Has Jade lost her mind?" Kroma cries.

"No," you say. "She must be under some sort of spell. She would never go with Ogra willingly."

"We should rescue her," says Kroma.

"Let her go," Onyx says. "Jade can take care of herself. We mustn't lose sight of our quest—the children."

What should you do, Golden Girl?

.....

Save Jade from the clutches of the evil Ogra and this magic spell? Go on to page 17.

Listen to Onyx and continue searching for the children? Turn to page 51.

You know Jade must be in some sort of trouble. She's not acting like herself. You have to rescue your loyal friend.

You jump on Olympia's back and fly off in pursuit. "Onward, girl!" you urge Olympia. "They've got to be just around the next bend."

But at the next bend is a narrow rope bridge. You pull in the reins to slow Olympia. The bridge has no guardrails on either side, and below it is a seemingly bottomless canyon.

Carefully you and Olympia cross the long, swaying bridge. A strong breeze is blowing, and Olympia whinnies nervously. "Whooaa, girl," you say, petting her mane to soothe her.

On the other side you catch your breath and then catch sight of the last of Ogra's barbarians. He is rushing into a waterfall in the distance.

You race Olympia through the waterfall. It leads into a dark cave. Slowly your eyes adjust to the darkness. You don't see Ogra, his barbarians, or Jade anywhere.

You stop to listen. At first, all you can hear is the almost deafening sound of the waterfall crashing down at the mouth of the cave behind you. But after a while you hear another sound. What could it be? Is it the crying of children?

.....

Turn to page 9.

You decide you have a better chance with the flying snake-bird.

"Let's try this," you say, unsheathing your jeweled sword.

"You can't just march up and attack him," says Onyx. "He's watching you like a hawk. Or a snake. Or both," she adds.

"Just wait." You begin digging a big hole with your hands in the soft dirt in front of the cave's mouth.

"Yeah?" Kroma says. "So?"

You point as the hole begins to fill with earthworms. The flying snake-bird watches too—and he can't resist.

Swoosh. He leaves his post and swoops down to feed on the worms. The four of you race inside the cave.

"Would you look at that!" Jade exclaims.

Turn to page 20.

"We must listen to Jade's dream," you say. "We need the Magic Gemstone, but it will always be out there somewhere. Maybe the children won't be if we don't go to their rescue right now!"

You know the journey will be perilous. Emraline Island is a lush and beautiful place, but Dragon Queen's strongest ally, Ogra the barbarian, has many hidden outposts there. Still, it's a chance you must take.

You call in a few of your guards and order them to ready a ship to sail for Emraline Island. "Rubee, Saphire—you will stay here and guard Argonia."

"What a bore," moans Rubee.

"Onyx, Jade, Kroma—get your gear together and let's go look for those children."

Waiting in the harbor is a small ship with the emblem of Argonia on each colorful sail. You board with your friends and Olympia, your beautiful white unicorn.

"Set sail for Emraline Island!" you call, pulling the gangplank into the ship.

Turn to page 58.

You raise your eyebrows. This is the voice Jade uses when a handsome man is involved. Sure enough, there he is. Tall, dark, handsome—and tied up.

"I'm Lomo," he says as Jade frees his bonds. "I'm the older brother of the children Dragon Queen has imprisoned. I was trying to free them, but . . . well, you can see I didn't succeed.

"Will you help me? Dragon Queen dragged them off down that tunnel to the right."

.....

What do you think? Do you trust this Lomo? Do you follow him? If so, turn to page 30.

Or, if you think this might be another of Dragon Queen's tricks, you can take the tunnel to the left. Turn to page 53.

"I think I'd like to take this slow and easy," you answer, hoping to buy time for an escape.

After checking to make sure your jeweled sword is in place, you steel yourself to grab the first opportunity to seize Tallon.

"Have it your way." Tallon giggles and snaps his fingers.

Whoosh! Before you can even turn your head, Animal has entered the room and is lunging toward your pretty white neck. The last thing you see is his cruel, curving teeth.

Sorry, Golden Girl. Sometimes "slow and easy" just isn't the easy way to go, especially to your doom.

THE END

"That ladder is just too convenient," you say to Rubee. "Dragon Queen may be waiting at the other end. I'd rather wait and see what Saphire thinks."

Rubee swings the ladder crossly—and it disappears in her hand. "I guess you were right," she mumbles, red-faced.

Saphire is deep in thought. She has studied the tower from all angles and is running the information through her logical brain.

"This is limestone," she says finally. "And that means we should—"

Suddenly the sky turns black and a terrible whirlwind appears from nowhere!

Your blond curls swirl around your face. You grab a vine as the wind starts to lift you from the ground. *Snap!* The vine breaks and you are blown into thc air, carried by the currents of this sudden tornado.

Below you, your companions are whirling around in ever-rising circles. This ill wind looks like the work of Dragon Queen, part of her deadly bag of tricks.

Where will this mysterious tornado take you?

Find out on page 38.

In one instant the wind becomes a twister, smashing you around. You struggle to hold on to your sword, but it's no use—your weapon is ripped from your hand. Kroma, Rubee, and Saphire lose their weapons as well. Finally the wind dumps you into a stone room with a high ceiling. A torch stuffed into a skull flickers on one wall.

"How nice of you to join us," croons Dragon Queen, her smile evil in the dancing light.

You reach for your jeweled sword—but it's gone!

"Indeed," says the ugly man standing next to Dragon Queen. It's Ogra, the barbarian warrior. You thought you'd recognized his gruff voice. He's Dragon Queen's sidekick and he's one tough hulk. And you are defenseless!

"Too bad our little breeze blew all your toys away," says Dragon Queen. "In fact, it looks as if you've blown this quest altogether, Golden Girl.

"Maybe next time—if there is one—you'll realize that following a dream can turn into a nightmare!"

THE END

You decide to listen to Rubee and head for the Tall Tower. There is no time to waste, so you continue to sail around a point of land to the shore of a thick jungle. There you disembark and follow Rubee as she beats a path through the dense vines and shrubbery.

"And be careful of tarantulas!" says Rubee.

"*Ugh!*" grunts Saphire.

Two hours later Rubee announces, "Here we are!"

Here? Ahead of you stretches the endless Flaming Swamp—tiny islands of land that burst into flame without warning. Each island is surrounded by quicksand.

"Don't take too long to decide where to jump," Rubee warns you. "And don't fall in. That quicksand is bottomless."

It's like playing hopscotch for your life!

"*Whoof!*" cries Kroma as a flame spurts up near him.

You jump from island to island and finally spy the Tall Tower ahead. It is ten stories of soot-darkened stone. From the top flies a flag with the design of a fierce dragon on it. Not exactly a welcoming sight.

Turn to page 28.

You believe Tallon was telling the truth. There are no children—you might as well leave.

Within minutes you've found a way out, but your adventure isn't over yet, Golden Girl. Just as you turn a corner of the forest and see the harbor, Dragon Queen blocks your path on Shadow, her midnight-black steed. He flutters his wings like a huge bat.

"You're not getting away so easily, Golden Girl!" Dragon Queen screams. She flashes her claw-spoked Eye of the Dragon Shield before your face. Fiery winds whirl from it.

But you are fast. You heave your jeweled sword at Dragon Queen. *"Aaaaargh!"* she screams and falls off her horse.

You watch as your dreaded enemy breathes her last. "Blast you, Golden Girl," she whispers. "You won't defeat me."

Muttering a magic incantation, Dragon Queen disappears. Is she dead, or has she escaped?

Only your next adventure will tell you for sure!

THE END

Your eyes fill with tears as you listen to their story. You never knew this about Rubee's past.

Prince Kroma clears his throat loudly. He is annoyed that no one has introduced him to Garnet. The two men shake hands, but take a competitive stance toward each other.

"Last night Dragon Queen and her forces set up camp in the Tall Tower," Garnet tells you. "It will be hard to get in there to find the Gemstone you seek."

"I hope Dragon Queen does not already have it," you say.

"I'm sure someone as brave and clever as you will be triumphant," Garnet says to you. He is awfully handsome, you think.

"You and I should try to scale that wall together," says Garnet. "Together we'd make an unbeatable team."

"Now, just a minute," Kroma sputters. "We're all in this thing together."

What do you think, Golden Girl?

.....

Do you want to climb the tower with the handsome Garnet? Turn to page 45.

Do you think it's better if you all stay together? Turn to page 37.

It's Dragon Queen's flag! You hadn't expected this! You take a last leap and jump out of the Flaming Swamp to solid land. The others follow.

Suddenly you are startled by a handsome young man who steps out of the underbrush. "Rubee!" he cries. "I knew you'd come."

The resemblance is so strong, you know immediately that this is Rubee's twin brother. Rubee looks as if she's seen a ghost.

"Garnet," she whispers. "I thought you were . . . dead." Then, with a shudder of strong emotion, Rubee wraps her arms around the young man and begins to sob. "I thought you were killed when Ogra and his barbarians stormed the castle."

"And I thought you were killed. But the other night I had a dream," says Garnet, holding Rubee at arm's length. "I dreamed that you were alive and you were coming here after a Magic Gemstone."

Rubee introduces you to Garnet. When you shake his hand, your eyes meet and a spark of attraction flies between you.

Rubee and Garnet then explain how Dragon Queen's ally, the barbarian Ogra, destroyed this land many years ago and killed their family.

Turn to page 27.

You follow Lomo's lead down the dark tunnel to the right. You can hardly see your hand in front of you.

"Ooops!" You've stumbled. You blush in the dark—you don't want to appear clumsy in front of this handsome stranger.

"Are you all right?" Lomo turns and grasps your shoulders. Then he bends down and picks up something.

"Look, these two rocks were on the path."

You pull out your jeweled sword, and in its glow you can see what he's holding.

"Those aren't rocks! That's a pearl and an emerald!"

"And one of them is yours," he says. "Which one would you like?"

What's your preference, Golden Girl?

.....

If you choose the pearl, turn to page 32.
If you choose the emerald, turn to page 52.

You decide that Saphire is right—it would be best to rest in the castle before setting out for the Tall Tower.

"Prepare to drop anchor at the castle's harbor," you call to the ship's captain.

The sun is setting as you leave the ship and walk toward the Castle of Stone. Its battlements are crumbling, and bats are circling around the ruined towers. You walk up to the edge of the moat and look down into it. In the growing darkness the water in the deep moat looks inky black and bubbly.

"Yuk," says Rubee. She has come up behind you and is looking down into the moat. "The water in this moat never used to look like that. It's so muddy!"

"I don't know about this place," says Kroma, joining you.

"You don't have to worry," says Rubee as she bounds onto the drawbridge. "This is my home, sweet home!"

Suddenly your attention shifts to the drawbridge. It is sagging and swaying dangerously.

"Rubee!" you shout. "Get off that bridge!"

Turn to page 5.

"The pearl," you say, admiring the creamy white surface with its glimmers of pink and blue. Lomo drops it into your outstretched hand.

Poof! Instantly you and Lomo are in a room of pearl. The walls, the floor, the ceiling—all are made of gleaming pearl. The floor is slippery beneath your feet.

"Pearls is it, m'lady?" cackles the voice of Dragon Queen. "I might have known . . . to match your fair white skin. But soon all of you will match!"

"What do you . . . ?"

Then you know the answer to your question as you are frozen in your tracks. You try to pull away, but your feet won't budge. Slowly water begins to drip from the ceiling over you.

"Yes, my pretty," Dragon Queen says with a laugh. "It will take a long time, centuries perhaps, before you, too, become a pearl. The living Golden Girl will become a life-sized statue for my collection. I'll call it Golden Pearl!"

THE END

"Just a minute," says Onyx, pressing one hand to her head. "I can almost hear the children."

"I can too!" says Jade. "It sounds as if they're right on the other side of that wall."

"Shall we blast through?" asks Kroma, puffing out his chest.

"No," says Onyx. She runs her fingers along a hairline crack in the wall. "I have a feeling there's an opening here."

Sure enough, a hidden door opens.

"Help! Help!" the muffled voices of the children cry. There, hanging from the ceiling of the hidden room, are eight cocoons enclosing the children like butterflies.

"Here, let me!" Kroma cries. He cuts down one cocoon and catches it gently in his arms.

"Not so fast!" a gruff voice warns. It's that brute, Ogra, charging in on a sweating horse.

"Look," Kroma says to him, "we've come this far. We've found the children. We just don't have time for you." With that, Kroma whacks Ogra's head off with his battle sword.

"Thanks," you say to Kroma, and you all get to work freeing the rest of the children.

"Yay!" they shout once they are all free. You happily march them off through the forest to safety and a happy . . .

END

Onyx is usually right when she has these feelings. You step back from the stream.

"Grab on to my spear, children," Onyx says, "one at a time." Onyx bends her winged spear over her knee. You wonder what she's up to.

Sproing! Onyx lets loose her bent spear, and in a flash it returns to her like a boomerang, carrying one of the children across the Stream of Terrible Dread to safety and you.

Sproing! Sproing! Sproing! Again and again the spear makes its circular journey until all eight children are dancing at your feet with joy.

"You've saved us! You've saved us!" the children cry.

"Let's get you out of here before we celebrate," you say, smiling down at them. "Join hands and follow me."

"Oh, how nice to see daylight again," says Onyx.

"And isn't it nice to see *us* again too?" says a familiar voice.

It's Jade!

And Redwood and Rosie!

Turn to page 64.

"Zoran, Blass, Rudi, Willi, Norma, Liz, Furst, Vandy!" Redwood gives each of them a kiss as he calls them by name.

"These are my nieces and nephews. They were captured by Dragon Queen after she killed their parents."

So *that's* why he was so sad.

"How can I ever repay you?" he asks.

"Your happiness is ours," you respond. "And look how much we've learned—to swing from the treetops, to talk to fish . . ."

Rosie the chimp squeals in delight.

Turn to page 72.

You decide it's best to stick together, no matter how charming Garnet is. "We always work as a team," you say sweetly.

You all creep carefully up to the Tall Tower. Saphire scratches at the wall with the tip of her spear and then examines the dusty, coal-like scrapings on the blade. "What the tower is made of will determine the best way to scale its walls," she says.

"Look!" cries Rubee. "We won't have to scale the walls." She points to a long ladder snaking from the top of the tower. It shimmers strangely in the specks of sunlight that break through the thick jungle vines.

"I wouldn't trust the ladder," says Saphire. "It looks weird to me."

You're the leader, Golden Girl. You decide.

.....

Do you listen to Saphire and wait to plan the climb to the tower? Turn to page 22.

Do you grab the ladder and start to climb immediately, as Rubee suggests? Turn to page 3.

Kerplunk! Suddenly the wind drops you on the top of the Tall Tower. *Kerplunk! Kerplunk!* Close behind come your friends.

Whew! You all take a deep breath. You're safe!

But not so quick, Golden Girl. Another mean gust blows you off the edge of the tower. Dragon Queen isn't out of breath yet! You're falling!

"Grab on!" yells Kroma, reaching for you. Then the wind pulls you both into the sky.

This is it, you think.

But wait! The trick wind is blowing you back toward the tower. You'll smash into the side of it! Nothing can save you now.

Your only hope is a little square window in the tower wall. If you could only direct yourself toward it.

Swoop! The wind blows you through the window and into a cold stone room, as if directing you with a magic wand.

"Welcome!" says a creepy voice from the other side of the room. But it doesn't sound like Dragon Queen!

Go on to page 39.

It's Wild One, Dragon Queen's fierce warrior, looking as crazy as ever with jagged black streaks of war paint smeared across her face.

Beside her is her pet, Animal, a huge gray timber wolf. *Grrrrr!* Animal lunges at Kroma's throat. You whip out your jeweled sword to save him, but Kroma's battle sword is already flashing—he can take care of himself. You whirl and face Wild One.

She is holding the missing half of the Gemstone in her hand! "You'll never get it," she taunts.

"Yes I will!" you cry.

Wild One's bolo cruncher twirls in your face. You duck and then grasp her arm.

You struggle hand to hand. She is strong, but so are you, Golden Girl. Finally you feel Wild One begin to weaken. *Plop!* Wild One's limp hand drops the half of the Gemstone. It's yours!

Keeping one arm around Wild One's throat, you reach for the Gemstone. Suddenly Animal leaps away from Kroma and snaps up the Gemstone in his powerful jaws. He runs to the doorway—where he is met by Dragon Queen!

Turn to page 59.

Rubee should know whether or not the drawbridge is safe, you decide. "Maybe I am being too cautious," you say. "Let's go into the castle."

"It's about time," Rubee mutters under her breath.

You take one last wary look down into the black mudlike ooze at the bottom of the moat and slowly begin to walk across the drawbridge. The Guardians and Kroma follow.

"Yow!" Kroma suddenly yells from behind you. He has stepped right through a rotted board.

You are all in the middle of the long drawbridge by now. You look behind you and consider turning back—but the sight you see at the end of the drawbridge fills you with horror.

Turn to page 68.

You decide not to rely on Onyx's intuition this time. After all, the children are just across the stream.

You put a toe, a foot, then both feet into the stream.

Oh! Suddenly you feel dizzy. Your head is spinning.

And there before your eyes is Dragon Queen. Her red and black cape is swirling. Her pink hair is like poisonous cotton candy above her laughing face.

And in her fingers, tipped with blood red, she holds the two halves of the Gemstone. There is nothing you fear more in the world.

"Ha!" She laughs. "Watch me, Golden Girl! Watch me join the two halves of the Gemstone! And just think—it's you who brought them together!"

Crash! Clang! Zap! Lightning flashes one, two, three times as the two halves of the Gemstone come together. Then all is dark. The world has been covered with evil, and it's . . .

THE END

You, Golden Girl, are sound asleep, dreaming a wonderful dream. You've saved the children, and one of them is holding out a gift to you.

"Here," says the little boy in your dream. "We want you to have this." It's the Gemstone—flashing with the light of goodness!

"Charge!" screams a gruff voice in a corner of your dream.

Or is it a dream?

Your eyes snap open. It's Ogra and his hideous Horse Barbarians! They whip their horses without mercy as they ride into your camp.

"Guardians! Kroma! Quick!"

"Ogra!" Jade exclaims, looking lovingly at the hulking brute. "Oh, Ogra!"

You turn to see if Jade is in trouble, and to your great surprise you see her jump on the back of Ogra's horse and throw her arms around his neck.

"Oh, Ogra," she croons. "My hero. I've been waiting all my life for you."

Ogra and his men wheel and thunder off into the forest—with Jade!

Turn to page 16.

Prince Kroma draws his battle sword. "Rush her!" he shouts.

From a dark corner steps Wild One, one of Dragon Queen's evil companions. She swings her bolo cruncher in vicious circles above her head.

Swish! Swish! Two of Rubee's arrows fly through the air at her.

Wild One's nasty pet, the timber wolf Animal, lunges at Kroma, but Kroma fends him off.

Your jeweled sword leaves a streak of gold as it flies toward Dragon Queen. She shrieks and dodges, but too late. The sword has hit its target—her snowy neck.

"Yiiiieeeee!" she screams. "Evil wind, save me!"

As she falls the Gemstone bounces out of her hand.

"Kroma!" you shout. "The Gemstone!"

Kroma dives for it, but it bounces once more. Then it begins to float as Dragon Queen's evil wind gathers force.

Saphire tries to grab the stone, then Rubee tries, but on and on the Gemstone blows, disappearing down a dark tunnel.

"Ahhhh." Dragon Queen sighs, and then her eyes roll up. She is gone. But so—once again—is the Gemstone.

THE END

You enjoy Prince Kroma's obvious jealousy and decide it would be exciting to take on Dragon Queen with Garnet by your side. Garnet has dazzled you with his charm and good looks.

"Let's move away from the tower and make a plan," he says, taking your arm and leading you back toward the Flaming Swamp. "Dragon Queen's spies are everywhere. They won't hear us if we stand on one of these small islands." He jumps back onto a small, jagged lump of land. "These islands burst only every half hour. We have time," he says, beckoning you to follow.

But the minute you jump onto the island, Garnet disappears!

Turn to page 60.

Saphire's hammer glows in the dark as she throws it against the door.

Rubee's arrows flash red as they strike the iron bars.

Your jeweled sword glows gold and whistles like the wind.

Kroma's battle sword clangs against the cold, black iron.

Red, gold, and blue lights fill the dungeon, and finally the door swings free.

You race out into the passageway and then stop cold.

Kroma turns to you. "Which way, madam?" he asks.

Which way indeed, Golden Girl? You know nothing about what lies at the end of either passage.

.....

Do you go to the left? Turn to page 50.
Or do you go to the right? Turn to page 67.

"We must put ourselves in Animal's place," says Onyx, always at one with nature. "We must think like a wolf."

"Or a dog," Jade suggests. "Here, boy!"

"*Grrrrr!*" is Animal's answer. He bares his cruel teeth.

"Want some supper?" Jade reaches into her pouch of odds and ends, which she always carries in case of emergency, and throws him a bone.

Animal catches it, swallows it whole, and turns back to you.

"How about this?" Onyx says, taking a golden ball from her pack. "I brought it for the children, but this is more important." She tosses it and Animal can't resist. He chases after it, abandoning his post, and you race into the cave.

You spot a passageway. "Over here!" you yell. The passageway is very dark and very narrow. It grows smaller and smaller as you go along.

"Yikes!" says Kroma. "Any smaller and we're going to be on our stomachs like snakes."

Within seconds, you are.

"Oh, I can't do this," Jade moans. "I get scared in small places."

"Just keep taking slow, deep breaths. We're with you. You'll be all right," soothes Onyx.

But will you? You're in the lead, when suddenly something in the dark grabs your hands and jerks you forward, leaving everyone else behind.

Turn to page 48.

Thud! You land roughly on the floor of a large cavern.

"Sorry," says the creepy creature you know as Tallon. His pale, pasty complexion seems to glow in the dark cave. His pink eyes glitter with snakelike excitement. "Would you like to join me in a snack?"

"Yuk!" You shudder as you realize that the wriggling mass in his hands is a bunch of live worms.

"Well, if you don't want to eat," he says with a giggle, "perhaps you'd like to learn. Do you like my clever plan to bring you here, Golden Girl?"

"What do you mean?"

"You fell for it! Tee-hee!" He trails off into another fit of giggling. "I suggested to Dragon Queen that she use her sorcery to plant the vision of the children in Jade's dream. There are no children! Only you—and me!"

You whirl to try to find an escape from this disgusting man and his disgusting lunch.

"No way out, my pretty. Now, what's your pleasure? Do you want to die quickly or slowly?"

.....

If you think you can outwit Tallon by telling him you choose a quick death, turn to page 71.

If you choose to tell him you'll take a slow death, turn to page 21.

The passageway to the left is almost as dark as the dungeon you just escaped. You feel your way along the cold, wet walls.

Suddenly there's a sharp turn to the right.

"Rubee, do you know where this goes?" you ask.

"I don't remember it at all," she replies. "Maybe we should turn back."

Maybe you should, you think. But suddenly there's a whoosh and an icy wind screams behind you. You can't head into it. You have to keep going.

"*Brrrr,*" Kroma says with a shiver. "I wish I'd worn my heavy cape."

"It wouldn't do you any good," a deep, gruff voice calls. "And you won't need it where you're going."

Quick, turn to page 24!

"You're right, Onyx," you agree. "The children need us more than Jade does. She's gotten herself out of worse scrapes than this before."

"Come, my friends," says Redwood. "I'll take you to my home and introduce you to my most trusted friend, who will lead you on the rest of your journey."

You follow Redwood through the forest and soon arrive at the foot of a huge oak tree. There, in the strong branches above, is a leaf-covered tree house.

"Rosie," Redwood calls. Down swings a chimpanzee, chattering in chimp-ese. "She'll take good care of you. I must stay and wait." And again you see that sad look in his eyes.

Rosie gives Redwood a hug and takes your hand in her hairy one to lead you off into the woods.

Before you know it, Rosie has leaped into a tree and is squealing and waving for you to follow her.

"I draw the line here," says Kroma. "Golden Girl, I would follow you to the ends of the earth, but I'm not following that chimp up that tree."

Turn to page 54.

"The emerald," you say, reaching out your hand. Its green surface shimmers like deep water.

Suddenly you feel dizzy. You black out for a second, and then you are all in a room of emerald.

"Lomo, Lomo!" A group of children drop their picks and shovels and rush to Lomo's side. They are dirty and dressed in rags, slaves forced to mine for the precious green gem.

"Not so fast," hisses Dragon Queen.

"Your whip!" you shout to Jade, who unleashes her emerald-handled weapon and snaps it around Dragon Queen's pale neck.

You unsheathe your fabulous jeweled sword and it sings its windlike song. As you hurl it toward Dragon Queen, its glow lights up the room of emerald, turning it sea green.

You grab the children and push them down a passageway. "Scream," you command them, "as loud as you can." They do, and the room of emerald comes tumbling down—burying Dragon Queen.

"How can I ever thank you?" Lomo asks.

"Thank Jade," you answer. "It was her dream that brought us here."

Jade grins and puckers up for a big kiss.

THE END

"I think the better plan is for you and Jade to stay, Lomo," you say, "in case the children escape and return here. Kroma, Onyx, and I will go this way."

You take three steps down the passageway to the left, and a gigantic boulder rolls down, sealing the path behind you.

"Well, I guess we're here to stay," says Onyx. "Somehow I felt it in my bones that this was a mistake."

"Like they felt it in *their* bones?" Kroma says, pointing to the skeletons scattered all around you.

"We're in a crypt!" you cry.

"Yikes!" screams Onyx as a skull rolls across her foot.

"Lead the way, Kroma," you say. "Let's get out of this tomb."

"How come I get all the fun jobs?" he says as he marches off into the gloom.

Cobwebs curtain the walls, brushing your face.

Creeeeak . . . A coffin opens beside you. You jump, but too late! Bony hands grab you and pull you inside!

Turn to page 56.

"Afraid you'll make a monkey of yourself?" teases Onyx. She reaches up and easily follows Rosie's lead.

In minutes all three of you are swinging just like Rosie through the treetops. This is fun! But all of a sudden Rosie sniffs the air. So do you.

The forest floor is afire!

It's a mad dash for your lives across the treetops. The smoke is so thick you can hardly breathe. Finally, after what seems like hours, Rosie jumps off a high limb and disappears into a clearing below.

You follow her lead and then—*kersplash!*—you hit water.

You're in the depths of a clear blue lake, safe from the leaping flames.

"This way," a voice whispers near your ear.

"Follow us," says another. "Don't be afraid. We'll lead you to the children."

"Over here," another voice says. And then you realize the voices are coming from a school of beautiful golden fish swimming around you.

"Yes," says an especially pretty fish with a bright blue tail, "fish can talk. You just have to know how to listen."

Turn to page 66.

"Kroma, Onyx, help!" you scream, but they're too far ahead of you, and the skeleton's hand is across your mouth.

"Come with me," a raspy voice whispers in your ear. "You'll like it in here. It's dark and quiet and very, very still. No one ever bothers me—except for a few worms."

"No!" You struggle, but you can't reach your jeweled sword. What good would it do, anyway, against a body that's already dead?

The skeleton pulls you completely into the coffin with him.

A hand of bones reaches up and begins to pull the coffin lid down.

You scream.

"Shhhhhh," cautions the skeleton. "Don't you know it's silent in the grave?"

Then his voice changes into a cackle, a familiar cackle, and the skeleton becomes Dragon Queen!

The coffin door slams shut, sealing you forever into a living death.

And Dragon Queen laughs and laughs and laughs.

THE END

For a few seconds you are all silent as the echo of the slamming door fades away.

"Well," Kroma finally says, "who do you suppose is in this castle with us?"

"It's the wind," insists Rubee. "This castle is very drafty."

"I hope you're right, Rubee," you say. "Whatever or whoever locked this door will remain a mystery if we don't get out of here. Anyone have any ideas?"

"We could all use our weapons together to break this door down," Kroma suggests.

"Or," you say, "I can whistle for Olympia and see if she can pull this door down."

.....

What's it to be, Golden Girl? Should you follow Kroma's advice and use your weapons to break down the door? If so, turn to page 46.

Or do you hope that Olympia will hear your whistle? If you want to give it a try, turn to page 6.

You sail through the moonlit night. Just as pink and gold dawn breaks, the harbor of the bright green Emraline Island comes into view.

"Look," Jade says, pointing to the sky. "We have a welcoming party."

Seagulls circle overhead as you disembark.

"Ouch!" says Kroma. "Something hit me on the head!"

"Small pebbles from the island," says Jade. She holds out her hand. "One silver, one gold. Half of this island has silver pebbles on its beaches; the other, gold. The sea gulls must have come from two different sides of the island."

"Now the gulls are flying off in two directions," Onyx points out. "One group is leaving a trail of silver pebbles, the other is leaving a trail of gold pebbles."

"Perhaps they are trying to guide us," you say. "But which path should we follow?"

It's your decision, Golden Girl.

.....

If you wish to follow the path of silver pebbles, turn to page 14.

If you prefer the gold pebbles, your adventure continues on page 62.

"Give me that stone, my pretty," Dragon Queen says, holding her bony hand out to the snarling timber wolf. But Animal does not give it to her. He obeys only Wild One. And you have Wild One grasped firmly around the throat.

"Tell him to bring the stone to me," you command Wild One, tightening your grip.

"Here, Animal," Wild One whispers in a choked voice. Animal gives the Gemstone to Wild One, and you quickly grab it from her hand.

"Now let's get out of here, Kroma!" you cry. "We must hurry back to Argonia and reunite the two halves."

You race down the circular stairs, clutching half of the Gemstone. You can hear the infuriated Dragon Queen yelling a magic incantation behind you. What is she up to?

It's not long before you find out. You and Kroma step out of the tower into a fog so thick you can't see your own hands. You grope to find Kroma in the white nothingness around you. "Kroma, where are—" Your foot slips into the quicksand of the Flaming Swamp, and still holding the Gemstone, you sink to a quick and sandy . . .

END

Where could Garnet have gone?

A shrieking, hateful laugh fills the air. On top of the Tall Tower you see the wicked Dragon Queen.

"My sorcery conjured an image of the long-dead Garnet!" she screams. "Now you will follow the *real* Garnet—into the land of the dead!"

Just then your tiny island bursts into flame! Your cape catches fire.

Prince Kroma jumps onto a nearby island and reaches out for you. "Golden Girl!" he shouts. "Over here!"

But it's too late. Kroma's island bursts into flame. Both of you try to jump to another island. You clutch each other's hands but lose your balance. Still holding tight to each other, you fall backward into the quicksand.

"Well, Kroma," you cry as the sand sucks you under, "you've been a friend to . . ."

THE END

"Swim!" you command Olympia. She plunges into the swirling river with you on her back.

Ogra and his barbarians keep hurling spears at you from the riverbank. Olympia swims farther into the middle of the rushing water as the river widens. Luckily the barbarians seem unwilling to ride into the water after you. Their arrows fall short as you go farther into the river.

The water is wild. It carries you along, dunking you under from time to time. You cling tightly to Olympia's mane as the brave unicorn struggles to keep her head above the water.

Suddenly the water grows calm. Ogra and his barbarians are just dark specks on the distant shore. You are safe.

Wait. What's that roaring sound? Where is the river carrying you?

Over a gigantic waterfall, that's where! It's impossible to turn back! You hope the others have good luck, because you won't be there to help them. For you and Olympia, this quest for the Gemstone is all washed up.

THE END

The path of golden pebbles leads you quickly through the forest to the mouths of two caves.

You all peer into the dark caves. You don't like what you see.

Inside one cave sleeps Animal, the pet of Dragon Queen's barbaric servant, Wild One. This vicious timber wolf is almost more fearsome than Wild One herself—almost.

In the other cave is another feared pet, the flying snake-bird. It belongs to Tallon, the weasely spy of Ogra the barbarian. The snake-bird's long, coiled body is covered with feathers. His fangs drip venom. He rattles his tail, threatening to strike.

Which is the better of two dangerous choices, Golden Girl?

.....

Do you try to outsmart the hulking Animal? If so, turn to page 47.

Do you try to trick your way past the flying snake-bird to investigate the cave he guards? If so, turn to page 18.

"Jade! What are you doing here?"

"A flying snake-bird dropped a love potion into my eyes," says Jade. "As soon as it wore off, my head cleared and I could see that I was with Ogra. Yuk! While he and the other barbarians were asleep, I managed to sneak away through the woods."

"And the first person she ran into was me," says Redwood.

"Yes," Jade says with a sigh. "My hero."

"Great. But why are both of you holding an armful of branches?" you ask.

"This will be our camouflage to get us to safety," Redwood explains. "We'll look like trees in the forest on our way back to the ship."

Just then the children and Kroma catch up with you.

"Redwood!" the children cry, and all eight of them throw themselves at him.

"Children!" he exclaims. "Oh, I never thought I'd see you alive again."

Turn to page 36.

Redwood guides you along the path for several hours until you come to a large, leafy hut tucked into the woods.

"Here," he says. "This will be a good place to take a rest."

"I hear a brook nearby," says Onyx, tilting her head.

"You're right." Redwood smiles at her. "Like me, you pay attention to nature."

"I wish you'd pay attention to me," mutters Jade.

You dine on a meal of mushrooms gathered from the forest and then settle down to sleep. And something does pay attention to Jade. But not as she had hoped.

Hiss . . . hiss . . . The sound, so quiet that Jade doesn't hear it, comes from a branch bending low over her face. Suddenly there's a flutter, and the dreaded flying snake-bird swoops down. The snake-bird is the pet of Tallon, chief spy for Ogra the barbarian.

Splat! He drops a magic potion onto Jade's sleeping eyes. When she awakens, she will fall in love with the first man she sees.

Turn to page 42.

Then, with a great swish of tails, the school of fish guides you to a passageway that leads into a cave. It's good to be on dry land again. Whoops, not completely dry though. In the middle of the cave is a slow-flowing stream.

"Over here! Over here!"

You whirl around. It's the children! You can just make them out—eight of them standing on the other side of the stream.

"We're coming!" you call, and rush toward them.

"Be careful!" they shout. "Don't step into the Stream of Terrible Dread!"

You stop short.

You've heard of this stream. Legend says that if the waters touch you, the thing you fear most will happen.

But you don't believe old stories. You lean down to take off your sandals so you can wade across.

"No!" yells Onyx. "Don't do this, Golden Girl. You mustn't step into that water. I feel it in my bones. Trust my intuition!"

.....

Do you listen to her, Golden Girl? If so, turn to page 34.

Or do you think this is an old wives' tale and that Onyx is being too cautious? Then go ahead and turn to page 41.

You turn to the right and lead the way down a dark passage. A few moments later you hear a noise.

"Sounds like kittens crying," say Rubee.

"No, not kittens—children!" says Saphire. "Let's hurry."

You race toward the sound, stumbling over one another in the dark. You tumble into a deep cave. Huddled in one corner are eight small children. Tears stream down their faces.

"Help! Help! Please save us!" a blond-haired little boy begs.

You start toward the children and then stop.

"Wait!" you say to the others. "This is Jade's dream. We're supposed to be following *Rubee's* dream. This can't be happening here."

"It can be if I can conjure it up," cackles the voice of Dragon Queen. "Anything is possible with my Book of Sorcery."

She appears before you and raises one dead-white hand. Clenched in her clawlike fingers is the lost half of the Gemstone!

"Is this what you're looking for, my pretties?"

Turn to page 44.

At the end of the drawbridge is Wild One, Dragon Queen's barbaric helper! Her axe is held high, poised to cut the ropes that hold up the bridge. What is she waiting for? You soon find out.

"Golden Girl," a voice from the castle entrance jeers. It's Dragon Queen! "My spies told me you were headed this way. I am glad I was able to get here first to greet you." She shrieks with blood-chilling laughter.

Rubee fires a ruby-tipped arrow at Dragon Queen, but the evil one ducks and the arrow flies over her head.

"You will pay for that!" Dragon Queen cries. "Cut it now, Wild One!"

Wild One cuts one rope with a powerful whack of her axe. Half the drawbridge plunges down toward the moat below. You and the others topple off the side but are able to cling to the bridge, your legs dangling over the moat.

Turn to page 70.

"By the way," Dragon Queen continues, "I took the liberty of changing the water in the moat. I replaced it with oil—boiling oil."

Wild One severs the other side of the drawbridge, and the last sounds you hear are the terrifying screams of your friends as they fall into the boiling oil below.

Sorry, Golden Girl. You tried, but now you're deep-fried.

THE END

"I'd rather make this quick," you say.

"Right this way, miss," says Tallon, grabbing you with a clammy white hand and leading you toward the pot of boiling oil in which he's been deep-frying his worms.

"In just a second now you'll be a crispy critter."

"No, thanks!" you say as you trip him and give him a big heave-ho. "But I think the browning will greatly improve *your* looks!"

Suddenly Kroma, Jade, and Onyx squirm through the passageway and into the cavern.

"Hey, what's going on in here?" says Kroma. "Smells like French fries."

"More like Tallon fries," you answer.

"Enough fooling around," says Jade. "We'd better push on to find the children."

"No, I don't think so." You explain what Tallon told you about the children being a false vision planted in Jade's dream by the sorcery of Dragon Queen.

"Then let's get back to Argonia," says Kroma. "I left a perfectly good breakfast sitting on the table there."

"No! Tallon was lying!" Jade insists. "I know my dream was true!"

What do you want to do, Golden Girl?

.....

If you believe Tallon, turn to page 26.

If you think Jade's dream was true, turn to page 33.

A few hours later, having sneaked through the forest with your branches like a moving green grove, you're back on board your ship.

"Good-bye, good-bye," the children and Redwood call to you. "Thank you."

"Good-bye!" you call back with a wave.

Good job, Golden Girl! Have a safe journey home.

THE END

YOU are Golden Girl!

Rubee and Jade are arguing about their dreams. Rubee dreamed that the other half of the magic Gemstone was on Fire Isle and is sure the Guardians can reclaim it if they go there at once.

Jade insists you go instead to Emarline Island. She dreamed she heard the voices of innocent children being held captive there by the evil Wild One.

Which dream will YOU pursue, Golden Girl? Whichever one you choose, you'll have to make many important decisions—and enjoy lots of thrilling adventures!

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